

**COUNTY OF YORK
DIVISION OF PARKS & RECREATION
ADULT SOFTBALL LEAGUE
FALL 2004 BY-LAWS**

The Division of Parks and Recreation reserves the right to change or alter any rules or regulations that it deems necessary in order to conduct this league.

Section 1 – Registration and Eligibility.

1. Registration for previous teams begins Aug.16, with open registration beginning Aug. 23. If there are not enough teams in one division, those teams will have the option to play in the other league.
2. Each team may carry up to 20 players, (coed 30 players), under contract. Team rosters must be turned in to the Division of Parks & Recreation in person and will not be accepted on the telephone or by mail. Teams may add and/or delete players to their rosters in order to reach the player limit until Oct. 1 However, players may not switch rosters at any time during the season.
3. The first team a player legally plays for shall be that player's permanent team, regardless of division.
4. All team rosters shall be considered frozen at 10:00 p.m. on Oct. 1
5. Prior to participating each player must complete and sign a roster form and be added to the roster by the coach. The roster will remain on file until the completion of the program.
6. A player playing in the men's division **is** eligible to participate in the coed division.
7. Players must be at least 16 years old on or before March 1, 2004, in order to participate in the co-ed league.

Section 2 - Uniforms and Equipment.

1. **No steel or metal spikes are allowed.** All persons on the playing field must wear appropriate shoes. No watches, large belt buckles, or any other jewelry deemed by the umpire to be unsafe will be allowed. The player will not be allowed to participate until the item is removed.
2. One game ball .47 coefficient of restitution (COR) maximum softball shall be provided by the Division of Parks and Recreation. After each game, the home team shall receive the game ball provided by the division. Each team must supply a playable .47 maximum COR ball for every game. The umpire will be the sole authority as to whether a ball is legal and playable. For the 2004 Fall season softballs must have a **maximum** .47 COR or less and not exceed a 525-PSI compression rating, balls with a minimum .47 COR or that exceed a 525-PSI

compression rating will be illegal. For the 2004 season the Fall Coed league will required to use a maximum .44 COR or less and not to exceed a 375-PSI compression rating for the Men's 12" softballs. Effective January 2005 all softballs to be used in all leagues will be Approved USSSA softballs as outlined in the 2005 USSSA Slow-pitch By-Laws. All softballs must have a legible sanction stamp on the softball. Specific type of ball to be used in each league will be outlined in the Fall 2005 York County Parks and Recreation Softball league By-Laws. See appendix for approved legal softballs and list of illegal equipment.

3. All teams/players participating in this league will be required to wear uniform shirts.
 - a. ALL TEAMS MUST HAVE UNIFORMS BY Oct. 1. Beginning Oct. 1 teams without all participating players in uniform **will not** be allowed to begin the game.
 - b. Numbers are recommended, but not required. The body of the shirts must be of like colors.
 - c. Baseball undershirts (sleeves) all must have the same color sleeves as the uniform shirt.
 - d. Once the game begins, all participating players shall be considered as having eligible jerseys.
4. Bases shall be provided by the Division of Parks and Recreation and will be set at 65 feet. **PERMANENT IMMOVABLE BASES ARE USED ON THESE FIELDS**. At Chisman Creek Park orange safety bases are used at first base. On force plays at first base, the batter-runner MUST touch the orange base and the defensive player must touch the white base. A player may use either base on subsequent plays or non-force plays at first base.
5. Catcher's masks are optional. Teams must furnish their own catcher's masks.

Section 3 – Practices, Game Schedules, and Forfeits.

1. Teams shall be responsible for scheduling their own practices **before** the coaches meeting. Additional practices after the coaches meeting may be scheduled through the Parks and Recreation office.
2. At no time are teams allowed to practice on the playing field prior to or following a scheduled game.
3. If a game is forfeited, the teams may use the field, but must be off the field 10 minutes prior to the next scheduled game. The umpire will **not** officiate any "practice game" played.
4. Any team forfeiting 2 games during the regular season (lack of players, no uniforms after deadline, ineligible players) will be automatically dropped from the league. For teams that are scheduled to play 2 games in 1 night, **both games are considered**

as only 1 forfeit. Forfeiting two games will result in suspension for the remainder of the league and any post-season tournament. Teams that forfeit out of the regular season will **not be** eligible to register as returning teams in the future.

5. The Division of Parks and Recreation will schedule all games, including pre-season, regular season, and make-up games.
6. The Division of Parks and Recreation shall determine home team on the playing schedule.
7. All games shall be played at the lighted fields at Chisman Creek Park unless otherwise scheduled.

Section 4 – General Rules

1. Time Rule: In any regular season scheduled game, no inning shall begin after **65** minutes from actual starting time. Umpire's watch or other designated timepiece shall be official. A game called due to time limit will be considered an official game no matter how many innings have been played. It is the team's responsibility to check with the umpire as to the official time.
2. The following run rule will be utilized for all games.
 - a. If, after three (3) innings (2½ with the home team ahead) a team has a lead of **fifteen (15)** runs or more, the game shall be over.
 - b. If, after five (5) innings (4½ with the home team ahead) a team has a lead of **ten (10)** runs or more, the game shall be over.
3. Games ending in ties and terminated due to the time limit will be recorded as ties during regular season. Teams will be given one (1) point for a tie, two (2) points for a win, and zero (0) points for a loss during the season. Extra innings as the time limit allows may be played.
4. The total number of points teams accumulate during the season will decide final league standings. If a point tie occurs at the conclusion of regular season play, regular season head-to-head won-lost records shall decide league champions and runners-up. In case a tie still exists, said positions shall be decided by playoff games.

Section 5 – Rain Procedures.

1. The Division of Parks and Recreation will make a decision as to whether or not to cancel scheduled games because of inclement weather at **5:00 p.m.** Players and managers may call the **Recreation Hotline at 890-3852** to check on the status of their games.
2. If the decision at 5:00 p.m. is to play, it is solely the judgment of the umpire and/or designated representative of the Division of Parks and Recreation as to playability at game time. Teams must report to the playing field or risk forfeit should it be possible

to play. When one game is canceled, all remaining games are automatically canceled.

3. In the case of rain, three and one-half (3½) innings (four (4) if the visitors are ahead), will constitute a complete game.
4. Under no circumstances will a league game be rescheduled if teams fail to follow rain procedures.
5. Rainouts during the regular season shall be replayed on the next available date. All such make-ups will be announced to team managers as soon as possible. All open dates will be considered for make-up game scheduling. Every effort will be made to make-up all scheduled games however if the Division of Parks and Recreation deems it not possible to complete all make-up games the season will be complete with standings frozen.

Section 6 - Protests.

1. All protests must be submitted in writing within 24 hours or the next business day to the Division of Parks and Recreation. A \$25.00 fee must accompany each protest. (Exception: Player eligibility only, no protest fee). **For a protest to be valid the protesting manager must notify the plate umpire and both the umpire and protesting manager must sign the scorebook before the next pitch.** The opposing manager must be notified of the protest and is requested, but not required, to also sign the scorebook. Only a team's manager may protest. In cases when a manager is not present, the player acting as manager may protest. The scorekeeper should record the exact status of the game at the time of the protest. It is the responsibility of the **protesting manager** to make sure these procedures are followed.
2. Protests may address only interpretation of rules and/or player eligibility. **No protests will be accepted concerning the judgment of an umpire.**

Section 7 - Playing Rules and Regulations.

The official 2004 United States Slo-Pitch Softball Association playing rules shall govern all league play with exceptions and clarifications listed throughout these by-laws.

1. A four (4) ball and three (3) strike count will be used. However, each batter will begin each turn at bat with a count of one (1) ball and one (1) strike.
2. Batter is out when two foul balls are hit **after** the second strike. Ball is dead on second foul ball whether caught or not. Baserunners may **not** advance.
3. No courtesy runners are allowed.
4. Teams may also use one or two "additional hitters" (AH.)
 - a. Each team will be allowed to play twelve (12) players which includes the AH. The AH may be used anywhere in the line-up. The AH may also be used as a

fielder during any inning.

- b. If a team starts the game with eleven (11) players, they may finish with no less than ten (10). Once a team starts with eleven (11) players, they must continue with eleven (11) as long as substitutes are available. If a team drops from eleven (11) to ten (10) because of injury, ejected players, etc., the vacated spot in the line-up will be declared an OUT.
- c. Once a team has started with ten (10) players, the AH **MAY NOT BE USED**. If a team starts with ten (10), they may finish with no less than nine (9). However, the vacated spot in the line-up will be declared an OUT.

EFFECT: If you start with twelve (12) or eleven (11) players, any ten (10) may play defense at any time. Substitutions are made as usual. Players may be switched on defense as long as ten (10) are used and they are in the batting order in the scorebook. Below is a chart that has the number of players a team can start with and end a game with and the penalties for vacated spots.

Team continues or finishes with # of Players				
Team begins with	9 Players	10 Players	11 Players	12 Players
9 Players	No penalty	No penalty	Can not add	Can not add
10 Players	Out	No penalty	Can not add	Can not add
11 Players	Forfeit	Out	No penalty	Can not add
12 Players	Forfeit	Forfeit	Out	No penalty

Out=Indicates the vacated spot in batting order is an automatic out

Forfeit=Indicates the game is forfeited because of lack of players

5. Team listed first on game schedule shall occupy third base side of the playing field and warm up off the field. Second team listed shall occupy first base side of the playing field and warm up off the field.
6. Teams shall furnish a reliable ball chaser for each game to retrieve balls on their side of the field. Retrieving home runs is the responsibility of the team that hits the home run.
7. Both teams must submit to official scorekeeper their starting line-ups **10** minutes prior to start of game.
8. Teams must field at least nine (9) players at game time to avoid forfeiture. If ten (10) or more rostered players are present, team manager **must** start ten (10) players at game time. Coaches are responsible for turning in to official scorekeeper their team's line-up cards with only players present at game time. The team line-ups listed in the Parks and Recreation official scorebooks will be used to verify team line-ups for games.
9. Ground rules shall be established between the Division of Parks and Recreation and umpires prior to start of season. For all games at, any hit or thrown ball that goes beyond the backstop, 1st or 3rd base fence line shall be considered dead. The umpire will then award the appropriate base(s). All other areas are considered "in

play" including but not limited to bleachers, guardrails, goalposts, and portable classrooms.

Section 8 - Co-ed Rules.

1. Five males and five females must be in the lineup at all times (6 and 6 if the Additional Hitter is used.) If ten players (5 males and 5 females) cannot be fielded to start the game, a team may start with nine (9) players (maximum of 5 females **or** a maximum of 5 males). The tenth batting position will be declared an automatic out. If a team starts with 10, they must finish with no fewer than 10 players (5 males and 5 females.) If the Additional Hitter is used, a team starts with 12 players (6 males and 6 females) it may drop to 10 players (5 males and 5 females) as a result of injury or ejection. If a team starts with 12 they must finish with no fewer than 10 players (5 males and 5 females.) However, the injured or ejected player and the adjoining player will be removed from the lineup. These vacated spots in the batting order are **ignored and will not be counted as outs.**

EXAMPLE:

<u>BAT ORDER</u>	<u>PLAYER</u>	<u>GENDER</u>
1	M1	MALE
2	F1	FEMALE
3	M2	MALE
4	F2	FEMALE
5	M3	MALE
6	F3	FEMALE
7	M4	MALE
8	F4	FEMALE
9	M5	MALE
10	F5	FEMALE
11	M6	MALE
12	F6	FEMALE

**Player M2 is injured or ejected.
Either adjoining player F1 or F2
must be removed if a male substitute
is not available.**

2. Male and female players must alternate in the batting order.
3. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.
4. A twelve-inch softball will be used for the men and an eleven-inch softball will be used for the women. If the wrong ball is pitched, the play **will not** count and be replayed.

Section 9 - Facility Regulations, General Policies.

1. Participants found guilty of drinking or possessing alcoholic beverages on County property will be subject to suspension from further league play. Possession and/or use of illegal drugs will also result in such suspension. This will be strictly enforced!
2. Under no circumstances may vehicles be parked on County property other than in designated parking areas. This includes the **driveways** which allows entrance onto the playing field. Parking on the road could result in a ticket.
3. It is the responsibility of each team manager to insure that players and team supporters refrain from littering on County property.
4. Players and managers are not allowed to smoke any where within the field of play including dugouts. Violators will be ejected from the game for failure to comply.
5. Players, coaches, and spectators ejected from the game or park must leave the park grounds **no exceptions**.
6. Players are to refrain from hitting softballs into the fences surrounding park.
7. Restrooms will be available for use by spectators, players, managers, and employees.